

V-Ray | Softimage 1.6

Installation Instructions

Preface

Thank you for purchasing (or evaluating) V-Ray | Softimage!

V-Ray is currently available for the following versions of the host application:

- Softimage 7.0 (unsupported)
- Softimage 7.5 (unsupported)
- Softimage 2010 (unsupported)
- Softimage 2011
- Softimage 2011 SAP (also unofficially called 2011.5)
- Softimage 2012
- Softimage 2012 SAP (also unofficially called 2012.5)
- Softimage 2013

Note that our support policy officially covers the Softimage 2011 and later environments, 64-bit. Builds for SI versions prior to 2010 are provided on an as-is basis, and support is not guaranteed. 32-bit (x86) builds are *no longer available*.

Also note that most renderer features are subject to limitations of the host application's version. For example, Softimage up to and including 2010 has no programmatic support for scene resimulation; thus, any ICE scenes containing un-cached simulated particles require the user to double-check the current frame and resimulate manually as needed.

The core components that make up V-Ray for Softimage are distributed as a .xsiaddon file. If you have never installed add-ons before, we suggest that you look at the Softimage documentation on this feature first.

Before installing this version of V-Ray, make sure you have removed any previous releases. This includes any beta and demo builds.

It is very important that you select the correct V-Ray build for your version of Softimage! Using a mismatched build (e.g. V-Ray for 2012.5 on SI 2011) will produce unpredictable results.

There are two fundamental installation scenarios covered in this document:

- Installing on a single PC: both V-Ray and its licensing engine will run locally on your computer
- Networked installation: The V-Ray license service will run on a single machine on your network, and multiple copies of V-Ray may be running on different machines, either interactive (artists' workstations) or servers (render farm machines)

Installing the V-Ray license server on Windows

Before you can use V-Ray for Softimage, you must install the V-Ray license server on a machine in your network. The licenses are then available for use from any machine in your local network.

The DEMO version of V-Ray for Softimage does not require a license server. If you are installing a DEMO, proceed directly to the next chapter in this guide.

The license server requires a hardware lock (dongle) in order to run. The dongle also stores the amount and type of the available licenses. You must install the dongle drivers first, before proceeding with the installation of the license server itself.

The license server for V-Ray for Softimage can also serve licenses for V-Ray for Maya, V-Ray for 3ds Max and V-Ray RT for 3ds Max, if these are available on your dongle.

Installing the dongle drivers on Windows

If you already have the WIBU-KEY drivers installed on the machine, you can skip this section. Otherwise, to install the WIBU-KEY drivers on Windows, start the respective installation file:

- 32-bit operating systems: **WkRuntime32.exe**
- 64-bit operating systems: **WkRuntime64.exe**

Follow the instructions of the installer. You do not need to install the WIBU-KEY network server and monitor.

Installing the license server on Windows

Once you have the dongle drivers installed, you can plug in the dongle into a free USB port of the machine. The dongle must be plugged into the machine whenever you need to run the V-Ray license server.

To install the V-Ray license server on Windows 7, right-click the installer and select the **Run as Administrator...** command. On Windows XP, make sure you have administrative privileges and double-click the installer to run it.

- 32-bit operating systems: **vrlservice_####_x86.exe**
- 64-bit operating systems: **vrlservice_####_x64.exe**

Follow the instructions of the installer.

Starting and stopping the license server on Windows

If you registered the V-Ray license server to run as a Windows service, either during the installation or from the Start Menu, you can start/stop it from the Services applet in the Control Panel (e.g. Start Menu > Control Panel > Administrative tools > Services). If you are running the license server manually, you can start it from Start Menu > All Programs > Chaos Group > V-Ray license server > Launch V-Ray license server. To stop the license server later on, double-click its icon in the taskbar and click on the Terminate license server button.

Uninstalling the license server on Windows

To remove the V-Ray license server, either use the Add/Remove Programs applet from the Control Panel, or select Start menu > All Programs > Chaos Group > V-Ray license server > Uninstall V-Ray license server.

License server web interface

You can verify that the license server is installed and operating properly through a regular web browser. To do this, open a web browser, and type **http://localhost:30304** as the address. You should see a web page listing the currently available licenses and the licenses which are in use.

Single-seat Installation

Step 1: install and configure the V-Ray license server

V-Ray DEMO does not require a license server. For all other versions, please carry out the instructions in the “Installing the V-Ray license server on Windows” chapter.

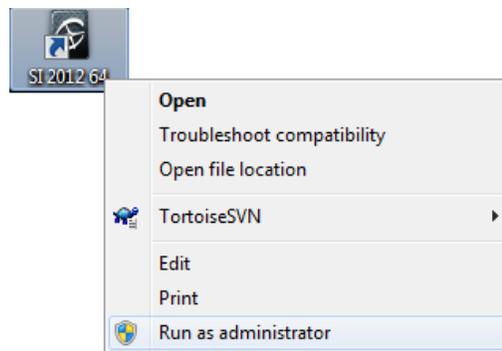
Be sure to plug in the protection dongle. Double-check that the licensing service is running by opening the address **http://localhost:30304** in your web browser.

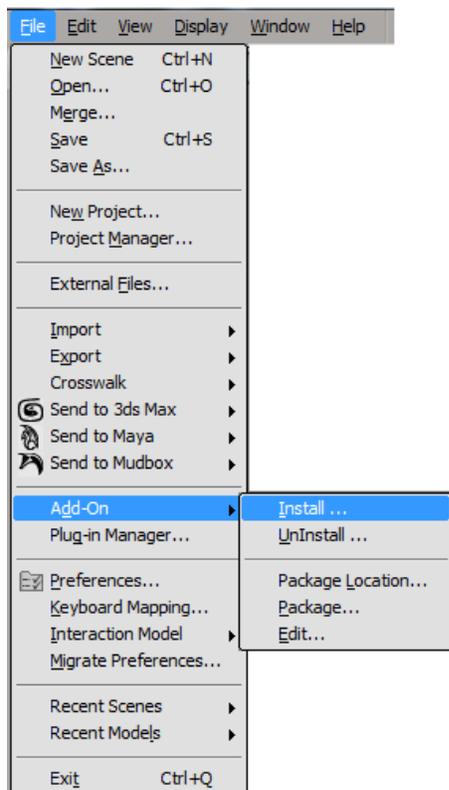
Step 2: install V-Ray for Softimage plug-in

All core functionality of V-Ray is provided packaged as a Softimage add-on module.

Open the distribution archive, select **vray4softimageN.xsiaddon** and extract it to a temporary location on your hard drive.

Open Softimage as the administrative user. On Windows 7 and later systems, this may involve right-clicking the Softimage icon and choosing *Run as administrator*.





Choose the File | Add-On | Install... menu command as shown on the figure to the left.

A dialog will open. Navigate to the folder where you just extracted the .xsiaddon file

From the *Root Location* drop-down box, select the *User Add-Ons* option. V-Ray also supports the workgroup and the factory mode, but we recommend that only experienced users install in those modes.

Click on the *Install* button. This phase of the installation completes very quickly, and at the end you will be asked to restart Softimage. Please do so.

V-Ray is now fully configured. Open your scene rendering properties (*Render toolbar* → *Scene Options...* → *Scene Globals* tab, *Scene Renderer* dropdown box), change the selection to V-Ray and you are ready to go!

Networked Installation

Step 1: install and configure the V-Ray license server

Please carry out the instructions in the “Installing the V-Ray license server on Windows” chapter on the machine that will be your server. Note the IP address, or DNS name, of the machine. Be sure to configure any firewalls along the way to allow incoming connections on the licensing port (30304 by default)

Be sure to plug in the protection dongle. Double-check that the licensing service is running by opening the address <http://your.server.ip:30304> in a web browser (preferably on a different machine).

Step 2: install V-Ray on networked clients

Install the provided .xsiaddon file on all client machines just as you would in a single-PC environment. You can use the add-on either with XSI itself, or with xsibatch.exe, or with both; no configuration changes are necessary for interactive vs. batch render mode.

Also, on each machine, execute **setvrlservice.exe** (found in the distribution archive). This utility will let you configure the client machine's access to the License Server (you need an IP address and a port number).

You do not need to do this again if you upgrade V-Ray to a newer version; the address and port of the License Server machine will be preserved across installations and de-installations of the add-on.